**IMAT3451 Project Contract**

**Student Name:** Anjuma Rouf

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**Programme:** Games Production

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**Project Title:** Anjie’s Arcade

**Project Proposer:** Self

**Supervisor:** Salim Hasshu, Senior Lecturer, salim.hasshu@dmu.ac.uk

**Introduction:**

This project is of game development nature and will explore progress and development of coding, modelling, and design skills. Concept of the game is an arcade theme with minigames focussed on UI.

**Project Background:**

The project comes from a background of wanting to implement UI in a wider context and be able to use it as a focus in games development. The idea allows me to develop my UI skills as well as expand my skills in other areas such as 3D modelling and Level design. The Games industry as a whole has a variety of arcade themed games with various themes and ideas and this idea explores a newer side with the added focus on UI.

**Aim/Objectives/Deliverables**

**Aims**:

Main aim of the game is to have a playable character that can walk around a 3D scene set in a bar. Bar will have different arcade machines that can be interacted with and played. Each game will open a screen that allows you to play the described minigame and gain scores. The Bar itself has multiple things the player can interact with such as objects and NPCs such as a bartender.

**Objectives**:

* To create a working character that can move with desired animations in correct directions.
* Character can interact with different objects in a scene.
* Have different arcade machines in scene that can be interacted with and transition to minigame.
* To having functioning UI elements with gameplay aspects
* Have a functional 3d Scene with Accessible minigames through UI
* Working main character that can interact with objects throughout the scene and access minigame functionality.
* Have functioning Main Menu with customisable settings for main game such as volume and different music tracks
* Have a minimum of 3 working minigames the player can play inside the arcade room

**Deliverables:**

* Project Contract
* Project Plan
* Ethics Review Form
* Reference List
* Requirements
* Game Design Document
* Technical Design Document
* Test Plan
* Initial Prototype
* Final Product
* Final Report

**Resources and Constraints**

Windows PC required with minimal specifications.

**Sources of Information**

* Internet tutorials of initial ideas and inspirations for different models and level designs

**Risk Analysis**

What could endanger your project, what will you do if it happens

**Schedule of Activities**

Having defined the tasks to be undertaken in the list of objectives, you need to prepare a Project Plan to show how you intend to carry them out: You may find it helpful to draw up a critical path diagram before drawing a Gantt chart.

**Student: Anjuma Rouf Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Proposer: Self Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Supervisor: Salim Hasshu Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Then keep the signed copy somewhere safe: include it with your Initial Submission. Your supervisor will require a copy as well.